

TSC SOFTWARE

WHAT YOU GET

ALL TSC SOFTWARE CONTAINS A COMPLETELY COMMENTED ASSEMBLED, MACHINE CODE SOURCE LISTING, WHICH MEANS NO NEED FOR A HIGH LEVEL LANGUAGE. SAMPLE OUTPUT FOR MOST PROGRAMS IS PROVIDED AS WELL AS A HEX DUMP FOR QUICK AND EASY ENTRY INTO YOUR MACHINE. COMPLETE INSTRUCTIONS FOR BOTH ENTRY AS WELL AS USE ARE ALSO INCLUDED. MANY PEOPLE THINK TSC SELLS THE MOST COMPREHENSIVE AND COMPLETE SOFTWARE PACKAGES ON THE MARKET TODAY, AND THEY ARE CERTAINLY THE LEAST EXPENSIVE.

HANGMAN

AT LAST YOU CAN PLAY THE OLD WORD GUESSING GAME, HANGMAN, WITH YOUR COMPUTER. THE OBJECT OF THE GAME IS TO GUESS THE WORD THE COMPUTER IS THINKING OF, ONE LETTER AT A TIME, BEFORE THE HANGMAN GETS YOU. THIS IS ONE OF THE BEST DEMONSTRATION PROGRAMS YOU CAN USE TO SHOW OFF YOUR COMPUTER TO YOUR FRIENDS SINCE MOST EVERYONE IS FAMILIAR WITH THE GAME. THE SELF CONTAINED WORD LIST MAY BE EASILY CHANGED AS DESIRED.

SL68-1 HANGMAN \$3.75

ACEY-DUCEY

THIS CARD GAME, PLAYED WITH THE AID OF YOUR COMPUTER, TESTS YOUR BETTING SKILLS. STARTING WITH \$100 YOU MUST BET AGAINST THE CARDS AND EITHER "BREAK THE BANK" AND WIN OR LOSE ALL YOUR MONEY. YOUR FIRST TWO CARDS ARE DEALT FACE UP AND YOU PLACE A BET THAT THE THIRD CARD WILL BE BETWEEN THE FIRST TWO IN VALUE. IF NOT YOU LOSE. THIS IS ONE PROGRAM EVERYONE WILL ENJOY.

SL68-2 ACEY-DUCEY \$3.75

CRAPS

TSC CRAPS ALLOWS YOU TO PLAY A REAL CASINO STYLE DICE GAME. FOLLOWING CASINO RULES, YOUR LUCK IS MATCHED AGAINST THE COMPUTER AS YOU ALTERNATELY ROLL THE DICE TRYING FOR THAT MAGIC 7 OR 11. THE GAME STARTS WITH \$100 FOR BETTING. IF YOUR MONEY IS LOST, YOU LOSE, BUT HOPEFULLY YOU WILL WIN.

SL68-3 CRAPS \$3.75

NOTE. A CASSETTE IS AVAILABLE CONTAINING BOTH ACEY-DUCEY AND HANGMAN. LISTINGS ARE REQUIRED.

CT68-3 HANG AND ACEY CASSETTE \$6.95

BATTLESHIP

YOU HAVE PLAYED THE BOARD GAME BATTLESHIP. NOW IT IS TIME TO MATCH YOUR SKILL AND LOGIC AGAINST THE COMPUTER. YOU AND THE COMPUTER EACH COMMAND A FLEET OF FIVE WARSHIPS AND TAKE TURNS FIRING MISSILES AT EACH OTHER. DAMAGE REPORTS COME BACK ENABLING YOU TO MODIFY YOUR STRATEGY IN TIME TO TURN THE TIDE AND CLAIM VICTORY. BUT BE CAREFUL, IT MAY WELL GO THE OTHER WAY. THIS IS ONE GAME YOU MUST HAVE FOR YOUR LIBRARY.

SL68-22 BATTLESHIP \$8.00

CT68-6 CASSETTE TAPE \$6.95

PT68-4 PAPER TAPE \$5.00

STOCKMARKET

AS YOUR STOCKBROKER, THE COMPUTER ACCEPTS YOUR COMMANDS TO BUY OR SELL SHARES OF STOCK. DISPLAY A MARKET REPORT WITH THE CURRENT STOCK INFORMATION, OR GIVE YOUR PRESENT WORTH. WITH THIS INFORMATION YOU MAKE THE EXECUTIVE DECISIONS REQUIRED. BUY LOW, SELL HIGH. YOUR STOCKBROKER ALSO KEEPS TRACK OF YOUR HOLDINGS AND WILL DISPLAY YOUR PORTFOLIO ON REQUEST. BUT WATCH OUT, STOCKMARKET CRASHES AND BANKRUPTCIES CAN OCCUR ANY TIME AND YOU MAY LOSE ALL YOUR INVESTMENT.

SL68-7 STOCKMARKET \$4.25

MASTERMIND

THE FAMOUS GAME OF MASTERMIND WILL CERTAINLY TEST YOUR LOGICAL ABILITIES. GUESS THE SEQUENCE OF OBJECTS THE COMPUTER HAS SELECTED IN THE FEWEST MOVES. THIS IS PERHAPS ONE OF THE MOST INTERESTING PUZZLE GAMES AROUND AND IS ANOTHER FANTASTIC DEMONSTRATION PROGRAM.

SL68-10 MASTERMIND \$3.50

MICRO BASIC PLUS

THIS IS THE MOST COMPLETE SMALL BASIC AVAILABLE TO MICRO USERS. STATEMENTS INCLUDE: PRINT, INPUT, READ, DATA, RESTORE, IF...THEN, GOTO, GOSUB, LET, ON...GOTO, ON...GOSUB, RETURN, FOR (WITH + AND - STEP), NEXT, DIM (SINGLE AND DOUBLE DIMENSIONED ARRAYS UP TO 98 BY 98), REM, AND END. THERE ARE ALSO SEVERAL FUNCTIONS AVAILABLE WHICH INCLUDE TAB AND SPC (FOR OUTPUT FORMATTING), RND, ABS, SGN, AND EXPONENTIATION. THE COMMANDS AVAILABLE TO THE USER ARE LIST, SCRATCH, RUN, AND MONITOR. BUT THE LIST OF FEATURES DOES NOT STOP HERE. MICRO BASIC PLUS ALSO INCLUDES A COMPLETE LINE EDITOR, ABILITY TO HAVE MULTIPLE STATEMENTS PER LINE, DIRECT EXECUTION OF MOST STATEMENTS, LARGE ARITHMETIC RANGE (-99999 TO +99999), AND A VERY SIMPLE LOAD AND DUMP PROCEDURE FOR SAVING THE USER'S BASIC PROGRAM ON PAPER TAPE OR CASSETTE AND THEN RELOADING IT AT A LATER TIME. ALSO INCLUDED IS AN EXTERNAL STATEMENT WHICH ALLOWS THE USER TO WRITE 6800 MACHINE LANGUAGE SUBROUTINES TO BE CALLED DURING BASIC PROGRAM EXECUTION.

YOU ARE PROBABLY THINKING ALL THIS SOUNDS GREAT, BUT IF THE LESS EXTENSIVE VERSIONS OF SMALL BASIC REQUIRE 2-3K OF MEMORY THEN THIS VERSION MUST REQUIRE 5 OR 6K BECAUSE THE CAPABILITY IS DOUBLED. WELL, HERE IS THE ICING ON THE CAKE. MICRO BASIC PLUS RESIDES IN A FRACTION OVER 3K WHICH MEANS THAT IN A 4K SYSTEM YOU STILL HAVE ROOM FOR A 30 TO 60 LINE BASIC PROGRAM. FOR MORE COMPLEX PROGRAMS WE RECOMMEND AN 8K OR LARGER SYSTEM.

SL68-19 MICRO BASIC PLUS \$15.95

CT68-5 CASSETTE TAPE \$6.95

PT68-5 PAPER TAPE \$6.00

FLOATING POINT

IF YOU NEED SOME REAL ARITHMETIC COMPUTING POWER THIS PROGRAM IS FOR YOU. BCD NOTATION IS UTILIZED TO FACILITATE SIMPLE I/O CONVERSION. ADD, SUBTRACT, MULTIPLY AND DIVIDE ARE IMPLEMENTED IN 512 BYTES USING A 9 DIGIT MANTISSA AND A 2 DIGIT EXPONENT. THIS GIVES A USEFUL RANGE OF 1.0E-99 TO 9.99999999E+99. TO FAMILIARIZE YOU WITH THE USE OF THE FLOATING POINT ROUTINES AND THE INTERNAL NOTATION, WE INCLUDE A FREE I/O DRIVER ROUTINE THAT IMPLEMENTS A SIMPLE 4 FUNCTION CALCULATOR (512 BYTES).

SL68-4 FLOATING POINT PACKAGE \$6.50

PT68-2 PAPER TAPE \$3.00

SCIENTIFIC FUNCTIONS

IF YOU HAVE BEEN LOOKING FOR AN ALTERNATIVE TO THE EXPENSE AND COMPLICATION OF THE SCIENTIFIC CALCULATOR CHIP INTERFACES, THEN THE SCIENTIFIC FUNCTIONS PACKAGE IS THE SOLUTION. THIS PACKAGE IMPLEMENTS THE FOLLOWING FUNCTIONS: SIN, COS, TAN, ARCSIN, ARCCOS, ARCTAN, LOG, ANTILOG, NATURAL LOG, EXPONENTIALS, SINH, COSH, TANH, X/Y, SQUARE ROOT, AND INVERSE. IN TRIG FUNCTIONS YOU CAN USE EITHER DEGREE OR RADIAN MODE BY CHANGING AN INDICATOR BYTE. EVEN UNDER PROGRAM CONTROL. THE TSC SCIENTIFIC FUNCTIONS PACKAGE IS DESIGNED TO USE ROUTINES IN THE FLOATING POINT PACKAGE (SEE SL68-4 ABOVE) FOR THE ARITHMETIC PROCESSOR. THIS LISTING IS NOT INCLUDED IN THE SCIENTIFIC FUNCTIONS PACKAGE BUT IS REQUIRED FOR USE.

SL68-20 SCIENTIFIC FUNCTIONS PACKAGE \$10.00

PT68-3 PAPER TAPE \$4.00

LINE EDITOR

THIS SIMPLE LINE ORIENTED EDITOR ALLOWS THE USER TO CREATE A TEXT FILE IN MEMORY AND COMPLETELY EDIT IT. THE COMMANDS AVAILABLE ARE, NEW, ADD, INSERT, DELETE, SEARCH, LIST, MOVE, AND PRINT. THIS PROGRAM WILL RUN IN 512 BYTES BUT REQUIRES ADDITIONAL WORKSPACE FOR THE TEXT FILES. THIS IS A VERY USEFUL PROGRAM. SL68-8 \$4.75

DIAGNOSTICS

11 VERY USEFUL DIAGNOSTICS PROGRAMS INCLUDING 5 MEMORY TESTS, 4 I/O PORT TESTS, A TVT TEST, AND ONE FOR KANSAS CITY STANDARD CASSETTE SYSTEMS. THE TSC MEMORY PATTERN TEST IS THE MOST COMPLETE MEMORY TEST AVAILABLE TO THE MICRO USER AND IS WORTH THE PRICE OF THE PACKAGE ALONE. NO SYSTEM IS COMPLETE WITHOUT DIAGNOSTICS. SL68-23 \$10.00

SPACE VOYAGE

TSC OFFERS THE BEST ASSEMBLER LANGUAGE VERSION OF THIS FAMOUS SPACE SIMULATION GAME. MOST STAR TREK TYPE GAMES REQUIRE LOTS OF MEMORY (AS MUCH AS 20K) SINCE THEY ARE WRITTEN IN BASIC. TSC'S VERSION WILL RUN IN ONLY 4K AND HAS ALL OF THE FEATURES. PICTURE YOURSELF IN COMMAND OF A STAR SHIP. YOU HAVE COMPLETE CONTROL OF SHIELDS, WARP ENGINES, PHASERS, PHOTON TORPEDOES, SHORT AND LONG RANGE SCANNERS, DAMAGE CONTROL, TELEPORTER AND EVEN THE SELF DESTRUCT MECHANISM. THE ENEMY KLINGONS CAN ATTACK AT ANY TIME. SPACE STORMS MAY OCCUR. SUPERNOVAS MAY APPEAR IN THE UNIVERSE (HOPEFULLY NOT IN YOUR QUADRANT). AS WELL AS MANY OTHER RANDOM SPACE DISTURBANCES, YOU AREN'T ONLY BATTLING THE KLINGONS IN THIS GAME BUT ALSO TIME AND ENERGY. EVERY GAME IS DIFFERENT AND TWO VERSIONS ARE SELF CONTAINED, A SHORT ONE WHICH TAKES 20-30 MINUTES TO PLAY, AND A LONG VERSION REQUIRING SEVERAL HOURS.

SL68-5 SPACE VOYAGE LISTING \$12.00

CT68-1 CASSETTE TAPE \$6.95

PT68-1 PAPER TAPE \$6.00

KLINGON CAPTURE

KLINGON CAPTURE IS A SPACE GAME THAT CAN BE USED ON MINIMAL SYSTEMS (2K). INITIALLY YOUR SCANNERS WILL LOCK IN ON THE GALAXY CONTAINING THE ENEMY KLINGON. IT IS YOUR MISSION TO CAPTURE, NOT DESTROY, THE ENEMY BY USING YOUR COMPUTER AND PHASERS. YOU MUST SURROUND HIM WITH DESTROYED SECTORS WHICH IS NOT EASY SINCE HE IS CONSTANTLY MOVING ABOUT THE QUADRANT. SURPRISE EVENTS SUCH AS TIME WARPS OR MISFIRING PHASERS MAY HAPPEN AT ANY TIME. SL68-6 KLINGON CAPTURE \$5.75

CT68-2 CASSETTE TAPE \$6.95

PACKAGE 1

CONTAINS HANGMAN, ACEY-DUCEY, CRAPS, KLINGON CAPTURE, RANDOM NUMBER GENERATOR, AND MASTERMIND. A \$21.75 VALUE FOR ONLY \$16.50.

PD68-1 PACKAGE DEAL 1 \$16.50

PACKAGE 2

THIS PACKAGE CONTAINS HANGMAN, ACEY-DUCEY, CRAPS, RANDOM NUMBER GENERATOR, MASTERMIND, CARD SHUFFLE AND DEAL, NUMBER GUESS 1, NUMBER GUESS 2, HURKLE, ROVER, SWITCH, AND CHOMP. \$34.00 WORTH OF SOFTWARE FOR ONLY \$24.00.

PD68-2 PACKAGE DEAL 2 \$24.00

PACKAGE 3

THIS FANTASTIC PACKAGE CONTAINS THE FOLLOWING PROGRAMS: HANGMAN, ACEY-DUCEY, CRAPS, FLOATING POINT PACKAGE, KLINGON CAPTURE, LINE EDITOR, RANDOM NUMBER GENERATOR, MASTERMIND, CARD SHUFFLE AND DEAL, NUMBER GUESS 1, NUMBER GUESS 2, HURKLE, ROVER, SWITCH, AND CHOMP. A \$50.75 VALUE FOR ONLY \$35.50.

PD68-3 PACKAGE DEAL 3 \$35.50

PROGRAM OF THE MONTH CLUB

THIS IS THE MOST UNIQUE OPPORTUNITY EVER OFFERED TO THE HOME COMPUTERIST. AS A CLUB MEMBER YOU WILL RECEIVE A MONTHLY BULLETIN DESCRIBING A NEW TSC RELEASE. THIS NEW PROGRAM WILL BE OFFERED TO CLUB MEMBERS AT UP TO 15% OFF THE REGULAR PRICE. STARTING WITH MARCH 1977, WE WILL BE OFFERING A PROGRAM FOR EACH THE 6800, 6502, AND THE 8080 ALMOST EVERY MONTH, MAKING THIS A BENEFIT TO ALMOST ALL HOME COMPUTERISTS. ORDER YOUR ONE YEAR MEMBERSHIP TODAY.

POM PROGRAM OF THE MONTH CLUB \$2.00

ORDERING INFORMATION

ON ORDERS UNDER \$10.00 ADD \$1.00 HANDLING. INCLUDE 3% POSTAGE ON ALL ORDERS. INDIANA RESIDENTS ADD 4% SALES TAX. OUTSIDE U.S. PLEASE REMIT IN FUNDS DRAWN ON A U.S. BANK AND INCLUDE SUFFICIENT EXTRA FOR POSTAGE. THANK YOU.

TSC

TECHNICAL SYSTEMS CONSULTANTS

TSC

Box 2574 W. Lafayette, Indiana 47906

THE TSC MULTI-USER SYSTEM

TSC has done it! Finally, a four user system for microprocessors. What exactly does this mean? First of all, 4 terminals can all be running different programs simultaneously, or, they can each be using the same program! (BASIC for example). Many different possibilities exist.

Now you ask, how is it done? Well, we don't want to give all the details right now but it is partly hardware and part software. The overall system is very "CPU efficient" giving more time to those needing heavy computing and only a little to those primarily doing I/O. The result is an approximate 10% speed reduction going from 1 user to 4! This same system can be used in either an 8080, 6800, or 6502! That's all for now, but more details will be available in the near future.

TSC MORE SOFTWARE TSC

TEXT EDITING SYSTEM - 6800

The TSC Text Editing System is the most complete Editor available to the Micro user. Residing in 5K of core, the Editor performs such functions as print, delete, replace, change, overlay, tab, renumber, find, next, move, copy, top, bottom, expand, save, write, read, -just to name a few. This is the Editor for those with serious needs.

SL68-24 Source Listing	\$23.50
CT68-7 Cassette (optional)	\$ 6.95
PT68-6 Paper Tape (optional)	\$ 8.00

STACK ORIENTED ARITHMETIC PROCESSOR-6800

This package provides very fast, 7 digit precision, floating point math routines. Included are add, subtract, multiply, and divide for floating point as well as integer. Several other routines are included, such as ASCII to floating point and to integer, FIX, FLOAT, RANDOM, ABS, SGN, plus many more.

SL68-25 Source Listing	\$10.00
PT68-8 Paper Tape (optional)	\$ 4.00

6800 - DISASSEMBLER

TSC provides the only 6800 DISASSEMBLER which includes a complete source listing and users manual. This program is great for program modification or debugging.

SL68-26 Source Listing	\$9.00
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8080 AND 6502 GAME PACKAGE I

6 exciting programs, all with complete source listings. The programs include: Acey-Ducey, Mastermind, Switch, Hangman, Hurdle, and Random. All great demo-programs as well as very entertaining. Each game package comes in its own attractive binder.

PD80-1 8080 Game Pack	\$19.95
PD65-1 6502 Game Pack	\$19.95

COMPLETE CATALOG

Send 25¢ to TSC for the latest Micro-Software Catalog.